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10/743,338	12/23/2003	Jun Fujimoto	402922/SOEI	5582
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**Please find below and/or attached an Office communication concerning this application or proceeding.**

The time period for reply, if any, is set in the attached communication.

<b>Office Action Summary</b>	Application No.	Applicant(s)
	10/743,338	FUJIMOTO, JUN
	Examiner	Art Unit
	Adetokunbo O. Torimiro	3714

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

#### Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

#### Status

- 1) Responsive to communication(s) filed on 20 February 2007.
- 2a) This action is FINAL.                            2b) This action is non-final.
- 3) Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

#### Disposition of Claims

- 4) Claim(s) 18-29 is/are pending in the application.
  - 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- 5) Claim(s) \_\_\_\_\_ is/are allowed.
- 6) Claim(s) 18-29 is/are rejected.
- 7) Claim(s) \_\_\_\_\_ is/are objected to.
- 8) Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

#### Application Papers

- 9) The specification is objected to by the Examiner.
- 10) The drawing(s) filed on \_\_\_\_\_ is/are: a) accepted or b) objected to by the Examiner.
 

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

#### Priority under 35 U.S.C. § 119

- 12) Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
  - a) All    b) Some \* c) None of:
    1. Certified copies of the priority documents have been received.
    2. Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
    3. Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

\* See the attached detailed Office action for a list of the certified copies not received.

#### Attachment(s)

- 1) Notice of References Cited (PTO-892)
- 2) Notice of Draftsperson's Patent Drawing Review (PTO-948)
- 3) Information Disclosure Statement(s) (PTO/SB/08)  
Paper No(s)/Mail Date \_\_\_\_\_
- 4) Interview Summary (PTO-413)  
Paper No(s)/Mail Date. \_\_\_\_\_
- 5) Notice of Informal Patent Application
- 6) Other: \_\_\_\_\_

***DETAILED ACTION***

1. The amendment received on 02/20/2007 has been considered. It has been noted that claims 1-17 are cancelled. New claim 18-29 has been added.

***Claim Objections***

2. Claims 18 and 20 are objected to because of the following informalities:

Claim 18, line 4: "a gaming machine" should be -- the gaming machine --.

Claim 18, lines 9-10: "converted to a game media value" should be -- converted to the game media value --.

Claim 20, line 1: "a gaming apparatus" should be -- the gaming apparatus --.

Appropriate correction is required.

***Claim Rejections - 35 USC § 103***

3. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

4. Claims 18-23 are rejected under 35 U.S.C. 103(a) as being unpatentable over Raven et al (US 5,429,361) in view of Dickinson et al (US 5,265,874).

Re claim 18: Raven et al teaches a gaming apparatus comprising a portable memory device / *magnetic/smart card* for storing a game medium value of game media used to

purchase play of games provided by a gaming machine; and a gaming machine (10) interacting with the portable memory device and including a game medium retrieving device for reading the game medium value from the portable memory device for purchasing play of a game on the game machine using the game medium value stored by the portable memory device (see **fig. 3; col.11, lines 30-31**), a value recording device for recording in the portable memory device a game result value resulting from play of a game on the game machine, converted to a game media value, by changing the game medium value then stored by the portable device (see **col.11, lines 11-16**).

However, Raven et al fails to teach a game medium converting device selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and a game medium payout device for paying out, at the game machine, in physical game media, the part of the game result value converted by the game medium converting device.

Dickinson et al teaches a game medium converting device / *validation terminal* selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and a game medium payout device for paying out, at the game machine, in physical game media / *cash*, the part of the game result value converted by the game medium converting device (see **col.2, lines 34-41**).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a game medium converting device in the gaming machine so that physical game medium can be obtained upon completion of the game thereby increasing the enjoyment and excitement of the game.

Re claims 19 and 22: Raven et al teach the gaming apparatus wherein the gaming machine includes a portable memory device issuing device (see col.11, lines 27-29).

However, Raven et al fails to teach the gaming machine comprising a value inputting device for recording value of physical game media inserted into the game machine, wherein the value recording device records in the portable memory device the value of the physical game media inserted into the game machine

Dickinson et al teaches the gaming machine comprising a value inputting device / *validation terminal* for recording value of physical game media inserted into the game machine, wherein the value recording device records in the portable memory device the value of the physical game media / *cash* inserted into the game machine (see col.2, lines 1-8).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a value inputting device in the gaming machine so that need for carrying around of cash and need for exchange of coins, chips, or tokens will be eliminated thereby increasing the enjoyment of the game to the player, and reducing cost of operating game machine to the gaming establishment.

Re claims 20 and 23: Raven teaches the gaming apparatus wherein the value recording device records in the portable memory device any part of the game result value not paid out in physical game media by the game medium payout device / *debits* (see col.11, lines 11-16).

Re claim 21: Raven et al teaches a gaming apparatus comprising a gaming machine

(10) including a game medium retrieving device for reading the game medium value from the portable memory device for purchasing play of a game on the game machine using the game medium value stored by the portable memory device (see fig. 3; col.11, lines 30-31), a value recording device for recording in the portable memory device a game result value resulting from play of a game on the game machine, converted to a game media value, by changing the game medium value then stored by the portable device (see col.11, lines 11-16).

However, Raven et al fails to teach a game medium converting device selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and a game medium payout device for paying out, at the game machine, in physical game media, the part of the game result value converted by the game medium converting device.

Dickinson et al teaches a game medium converting device / *validation terminal* selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and a game medium payout device for paying out, at the game machine, in physical game media / *cash*, the part of the game result value converted by the game medium converting device (see col.2, lines 34-41).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a game medium converting device in the gaming machine so that physical game medium can be obtained upon completion of the game thereby increasing the enjoyment and excitement of the game.

5. Claims 24-29 are rejected under 35 U.S.C. 103(a) as being unpatentable over Raven et al

(US 5,429,361) in view of Dickinson et al (US 5,265,874) and further in view of Applicants Admitted Prior Art (AAPA).

Re claim 24: Raven et al teaches a gaming apparatus comprising a portable memory device / *magnetic/smart card* for storing a game medium value of game media used to purchase play of games provided by a gaming machine; gaming machines including a game medium retrieving device for reading the game medium value from the portable memory device for purchasing play of a game on the game machine using the game medium value stored by the portable memory device (see **fig. 3; col.11, lines 30-31**), a value recording device for recording in the portable memory device a game result value resulting from play of a game on the game machine, converted to a game media value, by changing the game medium value then stored by the portable device (see **col.11, lines 11-16**).

However, Raven et al fails to teach a plurality of gaming machines having differing minimum bets and game media denominations, a game medium converting device selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and a game medium payout device for paying out, at the game machine, in physical game media, the part of the game result value converted by the game medium converting device.

AAPA teaches a plurality of gaming machines having differing minimum bets and game media denominations (see **par. [0003], lines 6-13**).

Dickinson et al teaches a game medium converting device / *validation terminal* selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and a game medium payout device for paying

out, at the game machine, in physical game media / *cash*, the part of the game result value converted by the game medium converting device (see col.2, lines 34-41).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a plurality of gaming machines having differing minimum bets and game media denominations and a game medium converting device in the gaming machine so that physical game medium can be obtained upon completion of the game so as to provide variety of games and choices, thereby increasing the enjoyment and excitement of the game.

Re claims 25 and 28: Raven et al teach the gaming apparatus wherein the gaming machine includes a portable memory device issuing device (see col.11, lines 27-29).

However, Raven et al fails to teach the gaming machine comprising a value inputting device for recording value of physical game media inserted into the game machine, wherein the value recording device records in the portable memory device the value of the physical game media inserted into the game machine

Dickinson et al teaches the gaming machine comprising a value inputting device / *validation terminal* for recording value of physical game media inserted into the game machine, wherein the value recording device records in the portable memory device the value of the physical game media / *cash* inserted into the game machine (see col.2, lines 1-8).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a value inputting device in the gaming machine so that need for carrying around of cash and need for exchange of coins, chips, or tokens will be

eliminated thereby increasing the enjoyment of the game to the player, and reducing cost of operating game machine to the gaming establishment.

Re claims 26 and 29: Raven teaches the gaming apparatus wherein the value recording device records in the portable memory device any part of the game result value not paid out in physical game media by the game medium payout device / *debts* (see col.11, lines 11-16).

Re claim 27: Raven et al teaches a gaming apparatus comprising gaming machines including a game medium retrieving device for reading the game medium value from the portable memory device for purchasing play of a game on the game machine using the game medium value stored by the portable memory device (see fig. 3; col.11, lines 30-31), a value recording device for recording in the portable memory device a game result value resulting from play of a game on the game machine, converted to a game media value, by changing the game medium value then stored by the portable device (see col.11, lines 11-16).

However, Raven et al fails to teach a plurality of gaming machines having differing minimum bets and game media denominations, a game medium converting device selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and a game medium payout device for paying out, at the game machine, in physical game media, the part of the game result value converted by the game medium converting device.

AAPA teaches a plurality of gaming machines having differing minimum bets and game media denominations (see par. [0003], lines 6-13).

Dickinson et al teaches a game medium converting device / *validation terminal* selectively operable by a player of the game machine for converting at least a part of the game result value into a quantity of physical game media, and a game medium payout device for paying out, at the game machine, in physical game media / *cash*, the part of the game result value converted by the game medium converting device (see col.2, lines 34-41).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a plurality of gaming machines having differing minimum bets and game media denominations and a game medium converting device in the gaming machine so that physical game medium can be obtained upon completion of the game so as to provide variety of games and choices, thereby increasing the enjoyment and excitement of the game.

#### ***Response to Arguments***

6. The Applicants correction in regards to the drawings and specification is accepted therefore, that objection has been withdrawn.

Applicant's arguments filed 02/20/2007 have been fully considered but they are not persuasive. The Examiner disagrees with the argument of the Applicant that Raven and Dickinson do not teach the limitation of dispensing and a payout of physical game media. The combination of the teachings of Raven and Dickinson teach this limitation of physical game media as described above. In Dickinson, a player obtains cash on the spot upon receipt of a ticket showing cash balance, which is very much a physical game media to one of ordinary skill in the art.

***Conclusion***

7. **THIS ACTION IS MADE FINAL.** Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the mailing date of this final action.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Adetokunbo O. Torimiro whose telephone number is (571) 270-1345. The examiner can normally be reached on Mon-Fri (8am - 4pm).

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Robert Pezzuto can be reached on (571) 272-6996. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

AOT

 5/11/07  
KIM NGUYEN  
PRIMARY EXAMINER